FX FIGHTER

QUICK REFERENCE CARD

SYSTEM SPECIFICATIONS

- 486/33 MHz DX PC
- 4 megabytes of RAM
- MS-DOS 5.0, 6.X
- An **Uncompressed** hard drive with 14 MB free
- VGA graphics
- A CD-ROM drive, 150 kb data transfer rate, 350 ms access time
  (486DX2 66Mhz/Pentium IBM/ PC with 8 MB of RAM highly recommended)

The minimum amount of free conventional memory is 600 kb of free RAM and 2.9 MB of free XMS. Total free memory 3.5 MB for a 4 MB Version.

NOTE: Users with 4 MB systems who do not have enough memory may have to create a boot disk to run FX Fighter. Refer to the "Troubleshooting" section for instruction on how to create a boot disk. The hard drive size and total memory have no correlation. Please follow the instructions below to determine if you have enough free RAM to run the game.

To check your free memory type **MEM** at the **C:\>** prompt. The free RAM will be listed as "LARGEST EXECUTABLE PROGRAM SIZE." Please compare the listed amount to the amount of free memory required for the game. Also listed is "FREE EXTENDED MEMORY" or "XMS." Compare the listed amount of free XMS to the memory required for the game. If these amounts are lower than the game requires, please follow the instructions on "How to Make a Boot Disk" in the Troubleshooting section of this card, or free p additional memory before continuing.

GAME INSTALLATION

The game cannot be played from the CD, and the CD must be present in the CD-ROM drive during gameplay to ensure that the sound functions properly. The game will be installed to your hard drive.

1. To install the game, place the FX Fighter CD in your CD-ROM drive. Please ensure the CD-ROM drive is the active drive. For example, type D: and press Enter.
2. Type INSTALL and press Enter. The FX Fighter Installation program will begin and will prompt you where you wish to install the game. The default directory is set to C:\FXFIGHT. Press Enter to continue.

Once the installation is complete the installer will take you into the FX Fighter Setup to configure your sound card setup for the game.

SOUND CARD SETUP

The following sound cards are directly supported by FX Fighter: SoundBlaster, SoundBlaster Pro (I,II,III), SoundBlaster Pro 16 (ASP optional), Gravis UltraSound. If you do not have one of the listed sound cards, you can run the game in SoundBlaster Emulation/Compatible mode.

To setup your sound card with FX Fighter please follow the steps below:
1. Highlight "Change Settings" and press Enter. Select the appropriate sound card that matches your hardware. If your sound card is not listed you will need to select the "SoundBlaster and Compatible" option. Once you have selected your sound card press Enter.
2. Next you will be prompted to select the settings ('Environment String') for your sound card. If your card is set at the default settings select 'Yes.' Otherwise select 'No' and enter the correct Address Port, IRQ, and DMA settings.
3. Test the sound with the selections you have just chosen by going to the "Test Sound" option. If the sound is operating correctly highlight the "YES" option and press Enter. If the sound is not working properly, check and verify your sound card settings and rerun FX Fighter 'SETUP.' Check the sound card manufacturer's documentation regarding information on verifying current settings.
4. You must also setup your CD-ROM drive as it applies to your system. The default is drive D:\, but this can be changed to match your system configuration.
5. Once you have your sound card operating properly select "SAVE SETTINGS AND EXIT."

If you are still experiencing problems, please refer to the "Troubleshooting" section of this card.

STARTING THE GAME

1. Start your system normally using MS-DOS 5.0 or higher.
2. Place the CD in the CD-ROM drive.
3. Be sure that the hard disk containing the game is the active drive.
4. Change the current directory to the FX Fighter directory. For example, to change to the FX Fighter directory, type CD\FXFIGHT and press Enter.
5. Type FIGHT to start the game.
6. If you have less than 4.5 meg of free memory you will be prompted that you are running the 4 meg version.

For detailed instructions on how to play FX Fighter, please refer to your manual.

Memory

FX Fighter requires 4.5 MB of total free memory to run the full version of the game. Please refer to the front page of this card to check your free memory. If you do not have enough free conventional memory or XMS, the game will not run properly. The files and buffers must be set to the correct settings for optimal game play (see below). Failure to have files and buffers set correctly can result in the game not running, a crash, or error messages.

How to create a Boot Disk

You can free additional memory by creating a boot disk. This process will not change your current hard drive settings and is the best way to temporarily change your system's settings for optimal game performance.

1. Insert a blank floppy disk into drive **A:**
2. While at the **C:\>** prompt, type **FORMAT A: /S** press Enter (the /S switch will copy system files to the blank floppy disk).
3. Once the disk is formatted type **A:** and press Enter.
4. Type **EDIT CONFIG.SYS** and press Enter to edit the config.sys file. You will see a blank blue screen. At this time you should enter the sample CONFIG.SYS file listed below. After entering the data, save the file and exit.
   Sample: CONFIG.SYS
   DEVICE=C:\DOS\HIMEM.SYS
   DEVICE=C:\DOS\EMM386.EXE NOEMS
   DOS=HIGH, UMB
   FILES=30,0
   BUFFERS = 30
   (INSERT CD-ROM AND SOUND DRIVERS HERE)
5. Type **EDIT AUTOEXEC.BAT** and press Enter to edit the autoexec.bat file. You will see a blank blue screen. At this time you should enter the sample AUTOEXEC.BAT file listed below. After entering the data, save the file and exit.
   Sample: AUTOEXEC.BAT
   PATH=C:\DOS;C:
   PROMPT PG
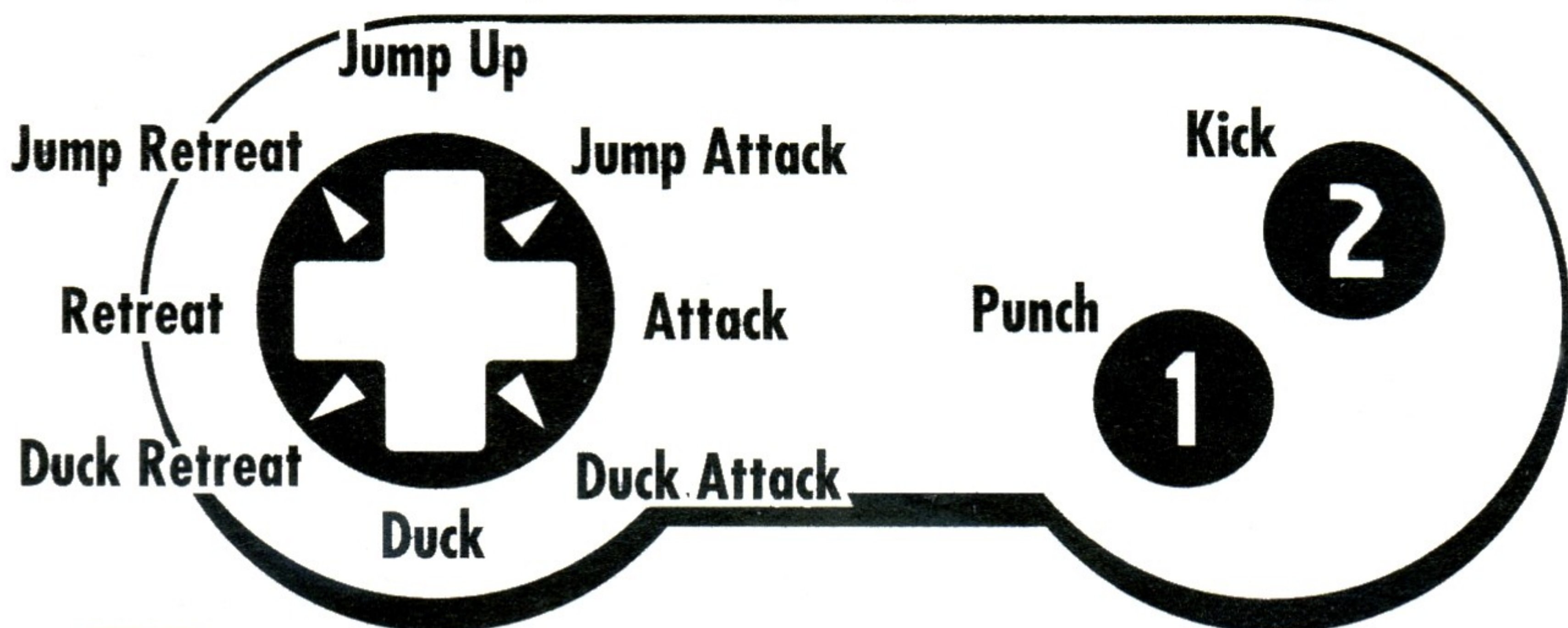   **(INSERT CD-ROM AND SOUND DRIVERS HERE).**
   C:

NOTE: The CD-ROM drivers must be present in the CONFIG.SYS and the AUTOEXEC.BAT files in the boot disk. Failure to include these drivers will cause the game to function improperly. Please refer to your sound card and CD-ROM manuals, or original CONFIG.SYS and AUTOEXEC.BAT files for this information.
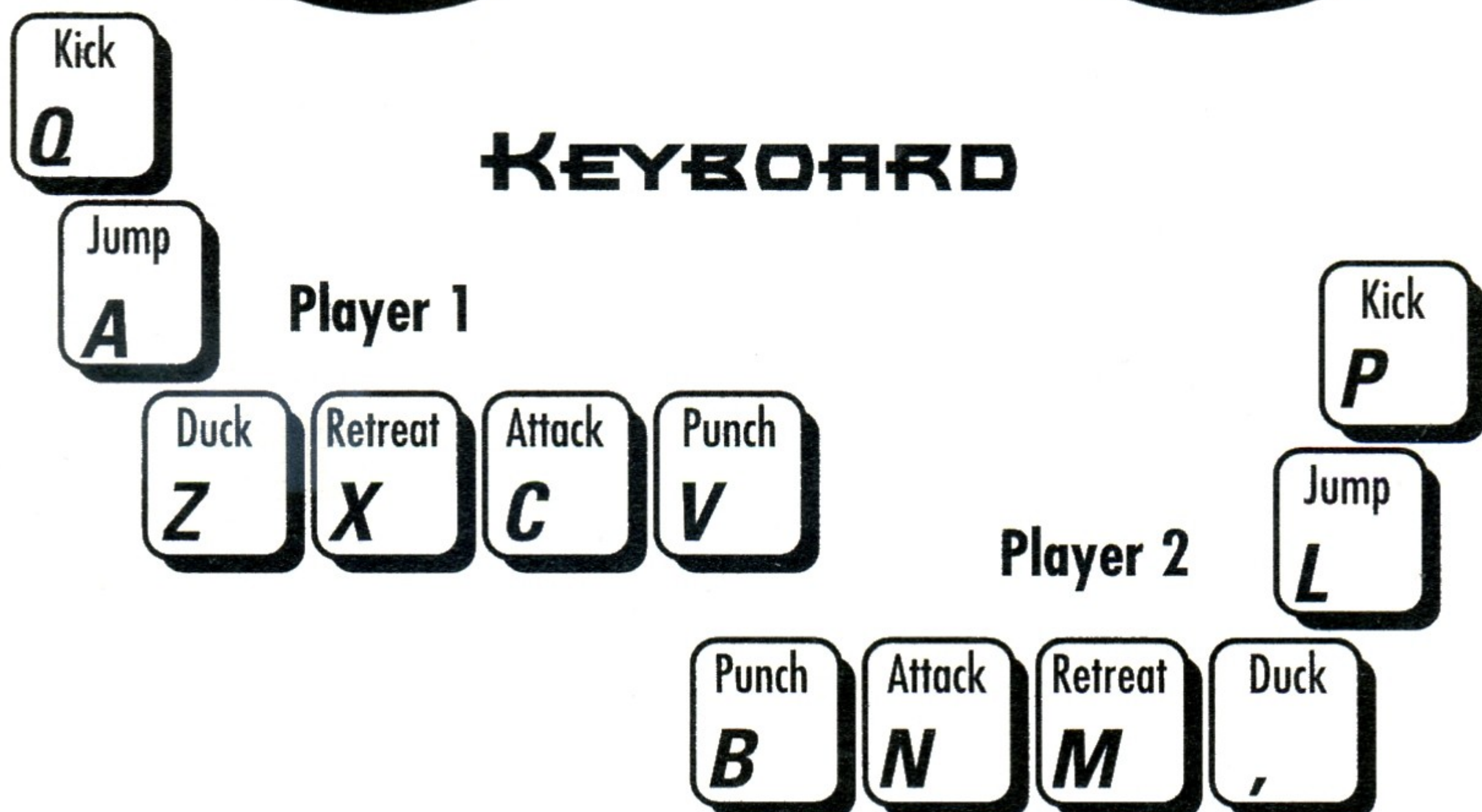
CONTROL SHEET

CONTROL PAD

Opponent >>

Control orientation maybe reversed depending on location relative to opponent.

Jump Up

Jump Retreat   Jump Attack   Kick **2**

Retreat   Attack   Punch **1**

Duck Retreat   Duck Attack

Duck

KEYBOARD

Kick **Q**

Jump **A**   **Player 1**

Kick **P**

Duck **Z**   Retreat **X**   Attack **C**   Punch **V**

Jump **L**

Player 2

Punch **B**   Attack **N**   Retreat **M**   Duck **,**

**Duck + Attack/Retreat + Punch = Roll Left/Right
(Keyboard & Control Pad)**

CHANGES TO THE MANUAL

Additions to the *Bout Option* Screen

Game Speed - This allows the user to select the overall speed of the game.

Auto-save Stats - This feature allows a permanent record to be saved to the hard drive during a two player game.

Sound Volume - Use this feature to adjust the volume of the sound fx in the game.

CD Volume - Use this feature to adjust the volume of the music in the game.

Handicapping - Use up and down on the control pad to adjust the handicap level for your fighter while in the character selection screen.

Floor - The perspective setting will increase floor texture accuracy but will slow gameplay (found in the Detail Level menu)

STARTING WITH A BOOT DISK

1. Place the boot disk in the A: drive.
2. Reboot your PC by pressing the reset button or by pressing CTRL-ALT-DEL simultaneously.
3. After your machine reboots, you should be at the C:\> prompt. Change directories to the FXFIGHT directory by typing in **CD\FXFIGHT** and press Enter. From the FXFIGHT directory type **FIGHT** and press Enter to start the game.

SOUND CARDS

The following sound cards are directly supported by FX Fighter: SoundBlaster, SoundBlaster Pro (I,II,III), SoundBlaster Pro 16 (ASP optional), Gravis UltraSound. If you do not have one of the listed sound cards, you can run the game in SoundBlaster Emulation/Compatible mode.

If you are experiencing sound problems with FX Fighter, try running the diagnostic software that comes with your sound card. FX Fighter may operate improperly if you are not using a sound card listed above, or you are using a sound card in emulation mode. You may configure the game for no sound. If FX Fighter runs properly without sound, you will need to re-configure your sound card settings. Next, type SETUP in the FX Fighter directory and select your sound card, do not select the default options. You will need to correct the IRQ setting, save, and try starting FX Fighter again.

BEFORE YOU CALL TECHNICAL SUPPORT

If you are having problems please refer to the "Troubleshooting" section of this card. GTE Entertainment has a staff of technical support specialists who will assist you with any problem you may have with the game. If the problem is due to system configuration, they will tell you the game's minimum requirements and suggest some possible solutions.

Please be near your computer when you call. The Technical Support Associate will need system requirements and may ask you to change or configure your system while you are on the phone. Please make sure you have the following information readily available. A list of your PC's hardware and its settings, the contents of your **CONFIG.SYS** and **AUTOEXEC.BAT** files, and the memory information as listed by typing MEM at the C:\> prompt.

Our Technical Support number is (619) 431-4264. Technical Support hours are 8 a.m. to 5 p.m. (PST), Monday through Friday, holidays excluded.

NOTE: Your computer dealer, hardware manufacturer, or software publisher may need to assist you in order to get FX Fighter to work properly with your system's particular

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